

Seminar: Vision Systems MA-INF 4208

Prof. Dr. Sven Behnke, Angel Villar-Corrales

1 Paper List

1. Generative and World Models

- a) Menapace, Willi, et al. *Promptable Game Models: Text-Guided Game Simulation via Masked Diffusion Models*. Transactions on Graphics. 2024. **Link**
- b) Valevsky, Dani, et al. *Diffusion Models Are Real-Time Game Engines*. ICLR. 2025. **Link**
- c) Wu, Ziyi, et al. *Neural Assets: 3D-Aware Multi-Object Scene Synthesis with Image Diffusion Models*. NeurIPS. 2024. **Link**
- d) Yu, Hong-Xing, et al. *WonderWorld: Interactive 3D Scene Generation from a Single Image*. ArXiv. 2024. **Link**
- e) Namekata Koich et al. *SG-I2V: Self-Guided Trajectory Control in Image-to-Video Generation*. ICLR. 2025. **Link**

2. Representation Learning from Video & Downstream Tasks

- a) van Steenkiste, Sjoerd, et al. *Moving Off-the-Grid: Scene-Grounded Video Representations*. NeurIPS. 2024. **Link**
- b) Carreira, Joao, et al. *Scaling 4D Representations*. ArXiv. 2024. **Link**
- c) Wang, Yihan, et al. *SEA-RAFT: Simple, Efficient, Accurate RAFT for Optical Flow*. ECCV. 2024. **Link**
- d) Li, Rui, et al. *Decomposition Betters Tracking Everything Everywhere*. ECCV. 2024. **Link**

3. Neural Rendering and Applications

- a) Zhou, Hongyu, et al. *HUGS: Holistic Urban 3D Scene Understanding via Gaussian Splatting*. CVPR. 2024. **Link**
- b) Huang Binbin, et al. *2DGS: 2D Gaussian Splatting for Geometrically Accurate Radiance Fields*. SIGGRAPH. 2024. **Link**
- c) Li Zhengqi, et al. *Generative Image Dynamics*. CVPR. 2024. **Link**
- d) Chen Ziyu, et al. *OmniRe: Omni Urban Scene Reconstruction*. ArXiv. 2024. **Link**